UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/819,628	03/29/2001	Kenjiro Morimoto	K6510.0056/P056	4427

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DICKSTEIN SHAPIRO LLP
1825 EYE STREET NW
Washington, DC 20006-5403

EXAMINER
NGUYEN, THANH T

ART UNIT	PAPER NUMBER
2144	

DATE MAILED: 11/20/2006

Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 10/03)

	Application No.	Applicant(s)
Office Action Summary	09/819,628	MORIMOTO, KENJIRO
	Examiner	Art Unit	
	Tammy T. Nguyen	2144	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE _(3)_ MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.
- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133).
  Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on _06 September 2006_.

2a)☐ This action is **FINAL**.   2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) _25,27 and 29_ is/are pending in the application.

    4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) _25,27 and 29_ is/are rejected. .

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

    Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

    Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

    a)☐ All   b)☐ Some * c)☐ None of:

        1.☐ Certified copies of the priority documents have been received.

        2.☐ Certified copies of the priority documents have been received in Application No. _____.

        3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

    * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1)☒ Notice of References Cited (PTO-892)

2)☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)

3)☐ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
    Paper No(s)/Mail Date _____.

4)☐ Interview Summary (PTO-413)
    Paper No(s)/Mail Date. _____ .

5)☐ Notice of Informal Patent Application (PTO-152)

6)☐ Other: _____.

Detailed Office Action

1. A request for continued examination under 37 CFR 1.114, including the fee set forth in

    37 CFR 1.17(e), was filed in this application after final rejection. Since this application is

    eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR

    1.17(e) has been timely paid, the finality of the previous Office action has been

    withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on October 4, 2006

    has been entered.

2. Claims **25, 27,** and **29** are presented for examination.

Claim Rejections - 35 USC § 103

3. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all

    obviousness rejections set forth in this Office action:

    (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in
    section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are
    such that the subject matter as a whole would have been obvious at the time the invention was made to a person
    having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the
    manner in which the invention was made.

4. Claims 25, 27, and 29 are rejected under 35 U.S.C. 103(a) as being unpatentable over

    Kume et al., (hereinafter Kume) U.S. Patent No. 6,203,433, and Collin et al., (hereinafter

    Collins) U.S. Patent No. 5,963,951 in view of Chopra et al., (hereinafter Chopra) U.S.

Patent No. 6,631,466 further in view of Shintaro Hata (hereinafter Hata) Publication No.
US 2005/0233804A1.

5. As to claim 25, Kume discloses the invention substantially as claimed, Kume discloses

including a game task execution management method executable on a server with which

a plurality of terminals are connectable via a network system, each of said terminals

being executable with the same game program for carrying out a common task, said

method comprising the steps of: registering on a database of the server information which

is sent from said terminals via the network in response to players' operations on the

terminals, respectively, said information including plural items which the players want to

register on the server [see Kume, Fig.1, item 11], when received from a terminal in

response to a player's operation via the network, a request for participating the game

being currently in progress on another terminal on the network when request is made,

registered on the database [see Kume col.1, lines 36-45], (registered in database); and

sending to the terminal all the request control-information necessary for starting the game

program from a intervene stage of the game currently being currently in progress on

another terminal [see Kume col.3, lines 21-33, and col.5, lines 48-50]. However, Kume

does not explicitly disclose items including a current progress status of the game being

executed on each of the terminals.

6. In the same field of endeavor, Collins discloses (e.g., a method and apparatus for real-

time, online computer searching and matching of database entries based on location and

user selectable search criteria). Collins discloses a current progress status of the game

being executed on each of the terminals [see Collins, Abstract, Figure 3, col.2, lines 50 to

col.3, lines 4 and lines 50-65]

7. Accordingly, it would have been obvious to one of ordinary skill in the networking art at

the time the invention was made to have incorporated Collins teachings of a method and

apparatus for real-time, online computer searching and matching of database entries

based on location and user selectable search criteria with the teaching of Kume, to have a

current progress status of the game being executed on each of the terminals for the

purpose of providing a less restrictive search criteria until at least one positive result

(match) as found [see Collins, col.2, lines 37-47]. Also, Kume does not explicitly

disclsose searching on or ones matching to the request among the terminals currently on

the network of the players.

8. In the same field endeavor, Chopra discloses (e.g., a parallel string pattern searches in

respective ones of array of a computers). Chopra discloses searching at least one

matching the request among the terminals currently on the network of the players, and the

one on which the game is already started [see Chopra col.21, lines 39-51].

9. Accordingly, it would have been obvious to one of ordinary skill in the networking art at

the time the invention was made to have incorporated Chopra's teachings of a parallel

string pattern searches in respective ones of array of a computers with the teachings of

Kume to have searching on or ones matching to the request among the terminals currently

on the network of the players for the purpose of provides even greater flexibility for

packet filtering in a gateway system [see Chopra col.1, lines 60-65]. However, Kume

discloses all of the terminals selected as a team have common control information from

said intervene stage of the game for playing the game in which the players selected as a

team work together in cooperation with one another toward a common task on the game.

10. In the same field endeavor, Hata discloses (e.g., Game control method). Hata discloses

all of the terminals selected as a team have common control information from said

intervene stage of the game for playing the game in which the players selected as a team

work together in cooperation with one another toward a common task on the game [see

Hata paragraph 0003, 0016] (for resume a game in which a plurality of players take part

in where the game has been paused).

11. Accordingly, it would have been obvious to one of ordinary skill in the networking art at

the time the invention was made to have incorporated Hata's teachings of game control

method with the teachings of Kume to have all of the terminals selected as a team have

common control information from said intervene stage of the game for playing the game

in which the players selected as a team work together in cooperation with one another

toward a common task on the game for the purpose of provides increasing his items by

picking up rare items, exchanging items with other players or increasing his own power

to level up [see Hata paragraph 0002].

12. As to claim 27, the limitations of this claims are substantially the same as claim 25, thus

are rejected for the same rationale in rejecting claim 25 above, Kume discloses the

invention substantially as claimed, Kume discloses including a game task execution

management method executable on a server with which a plurality of terminals are

connectable via a network system, each of said terminals being executable with the same

game program for carrying out a common task, said method comprising the steps of:

registering on a database of the server information which is sent from said terminals via

the network in response to players' operations on the terminals, respectively, said

information including plural items which the players want to register on the server [see

Kume figure 1, item 11], upon receipt of a request for participating the game from a

terminal through the network, selecting one or ones to the request of the terminals

currently on the network and being currently in progress to a stage of the game by

another participant among the participants registered on the database when said request is

made [see Kume lines 36-45, registered in database]; and transmitting to the terminal on

the request common control information so as to start the game program from the same

stage of the game as with the selected terminals currently on the network for carrying out

the game for a common task in corporation [see Kume col.3,lines 21-33, and col.5, lines

48-50]. However, Kume does not explicitly disclose items including a current progress

status of the game being executed on each of the terminals.

13. In the same field of endeavor, Collins discloses (e.g., a method and apparatus for real-

time, online computer searching and matching of database entries based on location and

user selectable search criteria). Collins discloses a current progress status of the game

being executed on each of the terminals [see Collins, Abstract, Figure 3, col.2, lines 50 to

col.3, lines 4 and lines 50-65]

14. Accordingly, it would have been obvious to one of ordinary skill in the networking art at

the time the invention was made to have incorporated Collins teachings of a method and

apparatus for real-time, online computer searching and matching of database entries

based on location and user selectable search criteria with the teaching of Kume, to have a

current progress status of the game being executed on each of the terminals for the

purpose of providing a less restrictive search criteria until at least one positive result

(match) as found [see Collins, col.2, lines 37-47]. In the same field endeavor, Chopra

discloses (e.g., a parallel string pattern searches in respective ones of array of a

computers). Chopra discloses searching at least one matching the request among the

terminals currently on the network of the players, and the one on which the game is

already started [see Chopra col.21, lines 39-51].

15. Accordingly, it would have been obvious to one of ordinary skill in the networking art at

the time the invention was made to have incorporated Chopra's teachings of a parallel

string pattern searches in respective ones of array of a computers with the teachings of

Kume to have searching on or ones matching to the request among the terminals currently

on the network of the players for the purpose of provides even greater flexibility for

packet filtering in a gateway system [see Chopra col.1, lines 60-65]. However, Kume

discloses all of the terminals selected as a team have common control information from

said intervene stage of the game for playing the game in which the players selected as a

team work together in cooperation with one another toward a common task on the game.

16. In the same field endeavor, Hata discloses (e.g., Game control method). Hata discloses

all of the terminals selected as a team have common control information from said

intervene stage of the game for playing the game in which the players selected as a team

work together in cooperation with one another toward a common task on the game [see

Hata paragraph 0003, 0016] (for resume a game in which a plurality of players take part

in where the game has been paused).

17. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Hata's teachings of game control method with the teachings of Kume to have all of the terminals selected as a team have common control information from said intervene stage of the game for playing the game in which the players selected as a team work together in cooperation with one another toward a common task on the game for the purpose of provides increasing his items by picking up rare items, exchanging items with other players or increasing his own power to level up [see Hata paragraph 0002].

18. As to claim 29, the limitations of this claims are substantially the same as claim 25, thus are rejected for the same rationale in rejecting claim 25 above, Kume discloses the invention substantially as claimed, Kume discloses the invention substantially as claimed, Kume discloses including a game progress management method on a server to which a plurality of terminals are connectable, each of said terminals being executable with a game program, said method comprising the steps of: registering individual information of the user at the terminal including a game progress status on the terminal and a request with the user's desired condition for participating the game sent from each of said terminals [see Kume col.1, lines 36-45 and fig.1, item 11]; selecting from the registered terminals one which matches with the request to organize a team for selected participants common task on the game [see Kume all element in fig.2] ; sending to each of said selected terminals control information for game as a team, and when one of said selected terminals requests to start the game program form an intervene stage of the game being played on another selected terminal, intervene stage of the game [see Kume col.3, lines

21-33, and col.5, lines 48-50]. However, Kume does not explicitly disclose the game

being executed on each of the terminals.

19. In the same field of endeavor, Collins discloses (e.g., a method and apparatus for real-

time, online computer searching and matching of database entries based on location and

user selectable search criteria). Collins discloses the game being executed on each of the

terminals [see Collins, Abstract, Figure 3, col.2, lines 50 to col.3, lines 4 and lines 50-65]

20. Accordingly, it would have been obvious to one of ordinary skill in the networking art at

the time the invention was made to have incorporated Collins teachings of a method and

apparatus for real-time, online computer searching and matching of database entries

based on location and user selectable search criteria with the teaching of Kume, to have

the game being executed on each of the terminals for the purpose of providing a less

restrictive search criteria until at least one positive result (match) as found [see Collins,

col.2, lines 37-47]. However, Kume discloses all of the terminals selected as a team

have common control information from said intervene stage of the game for playing the

game in which the players selected as a team work together in cooperation with one

another toward a common task on the game.

21. In the same field endeavor, Hata discloses (e.g., Game control method). Hata discloses

all of the terminals selected as a team have common control information from said

intervene stage of the game for playing the game in which the players selected as a team

work together in cooperation with one another toward a common task on the game [see

Hata paragraph 0003, 0016] (for resume a game in which a plurality of players take part

in where the game has been paused).

22. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Hata's teachings of game control method with the teachings of Kume to have all of the terminals selected as a team have common control information from said intervene stage of the game for playing the game in which the players selected as a team work together in cooperation with one another toward a common task on the game for the purpose of provides increasing his items by picking up rare items, exchanging items with other players or increasing his own power to level up [see Hata paragraph 0002].

Response to Arguments

23. Applicant's arguments with respect to claims 125, 27, and 29 have been considered but are moot in view of the new ground(s) of rejection. Applicant's arguments include the failure of previously applied art to expressly disclose all of the terminals selected as a team have common control information from said intervene stage of the game for playing the game in which the players selected as a team work together in cooperation with one another toward a common task on the game (see Applicant's response, Dated September 6, 2006, Pages 5 and 6). It is evident from the detailed mappings found in the above rejection(s) that Kume and Hata disclosed this functionality [see Hata paragraph 0003, 0016] (for resume a game in which a plurality of players take part in where the game has been paused). Further, it is clear from the numerous teachings (previously and currently cited) that the provision for all of the terminals selected as a team have common control information from said intervene stage of the game for playing the game in which the

players selected as a team work together in cooperation with one another toward a

common task on the game, was widely implemented in the networking art. Thus,

Applicant's arguments drawn toward distinction of the claimed invention and the prior art

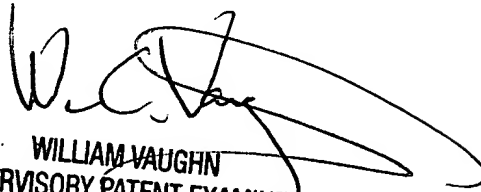teachings on this point are not considered persuasive.

Conclusion

24. Any inquiry concerning this communication or earlier communications from the

examiner should be directed to Tammy T. Nguyen whose telephone number is 571-272-3929.

The examiner can normally be reached on Monday - Friday 8:30 - 5:30.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's

supervisor, *William Vaughn* can be reached on 571-272-3922. The fax phone number for the

organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the

Patent Application Information Retrieval (PAIR) system. Status information for published

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TNN
November 6, 2006

WILLIAM VAUGHN
SUPERVISORY PATENT EXAMINER
TECHNOLOGY CENTER 2100